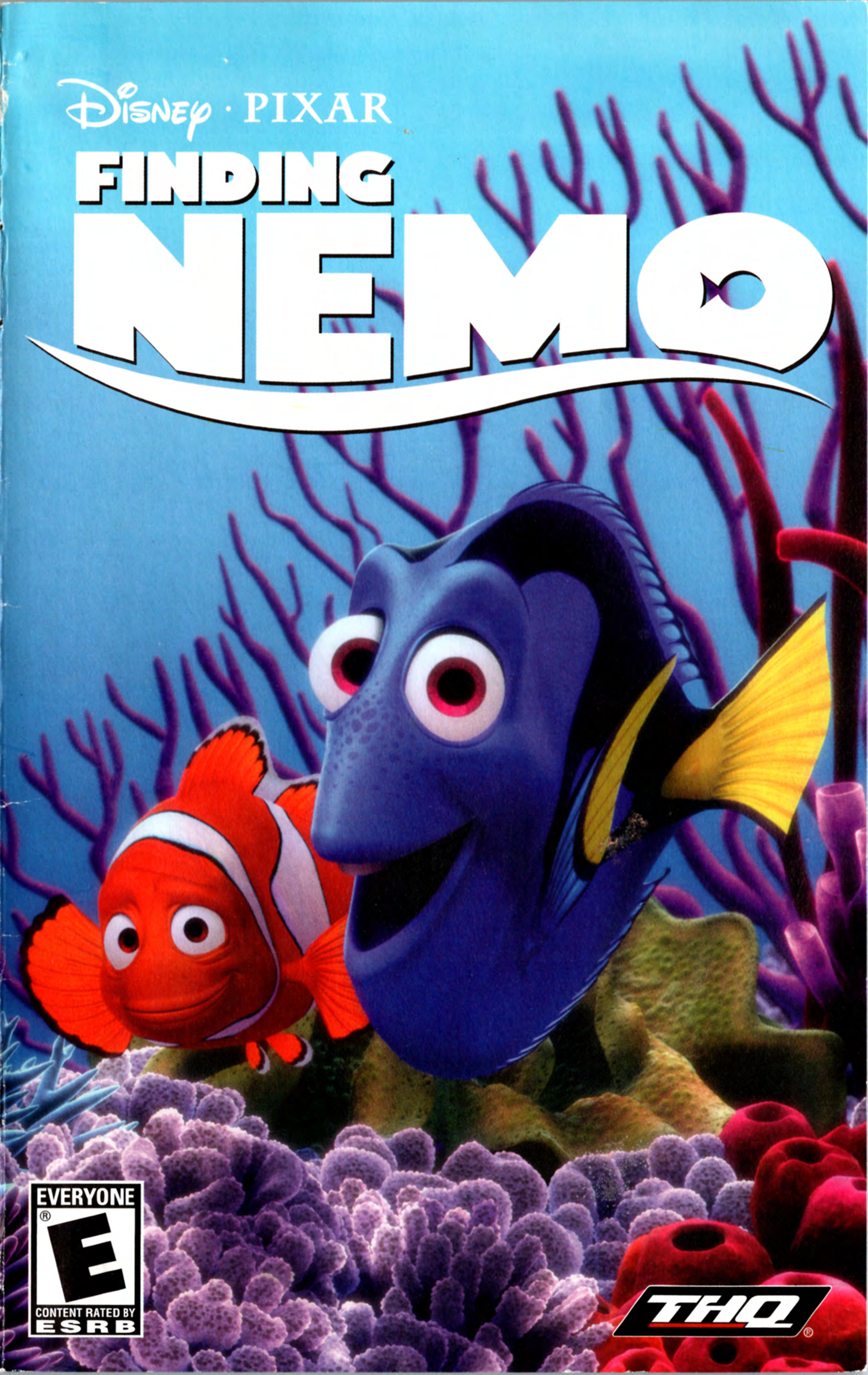
Disney · PIXAR

FINDING NEMO



EVERYONE

CONTENT RATED BY ESRB

THQ®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Disney · PIXAR

FINDING NEMO

Getting Started • • • • • • • • • • • • • • 2

Controls • • • • • • • • • • • • • • • • • • • 3

Life Under the Sea • • • • • • • • • • • • 5

Main Menu • • • • • • • • • • • • • • • • • • 6

Pause Menu • • • • • • • • • • • • • • • • • 6

Game Options • • • • • • • • • • • • • • • • 6

Saving and Loading • • • • • • • • • • • • 7

Characters • • • • • • • • • • • • • • • • • • 8

Playing the Game • • • • • • • • • • • • • 9

Level Select Screen • • • 9

Items and Power-Ups • 10

Enemies • • • • • • • • • • • 12

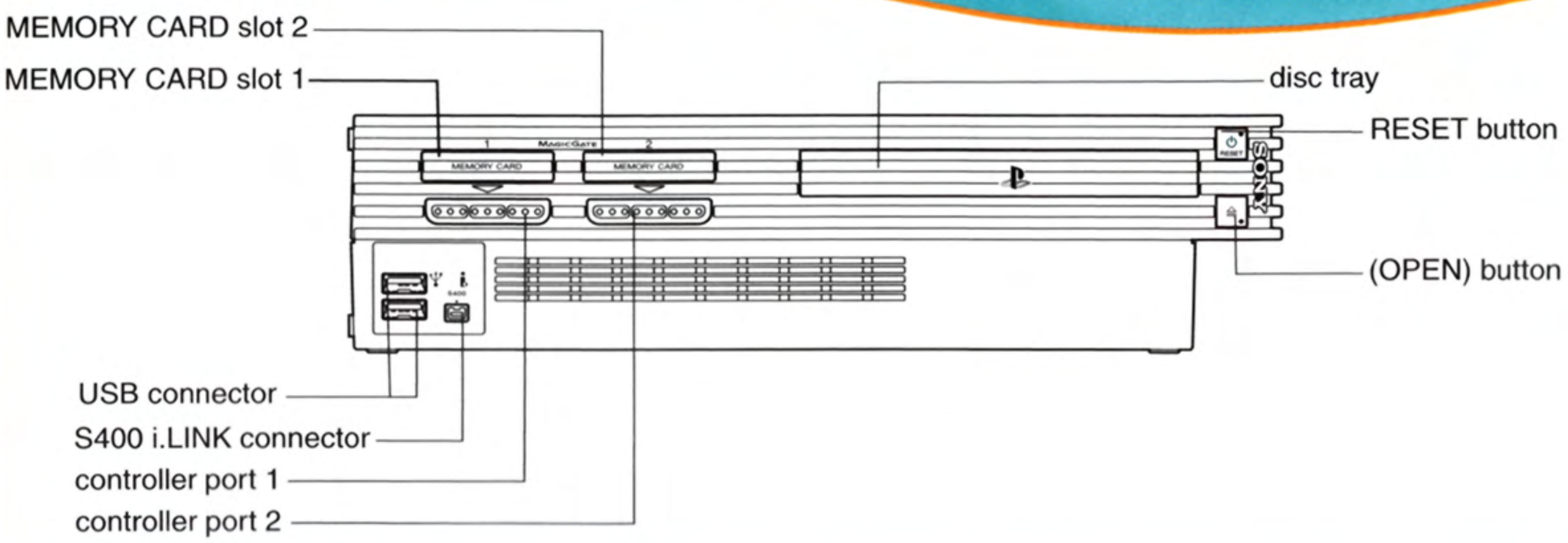
Starfish Bonuses • • • • 13

Bonus Levels • • • • • • • • 15

Credits • 17

Limited Warranty • • • • • • • • • • • • 21

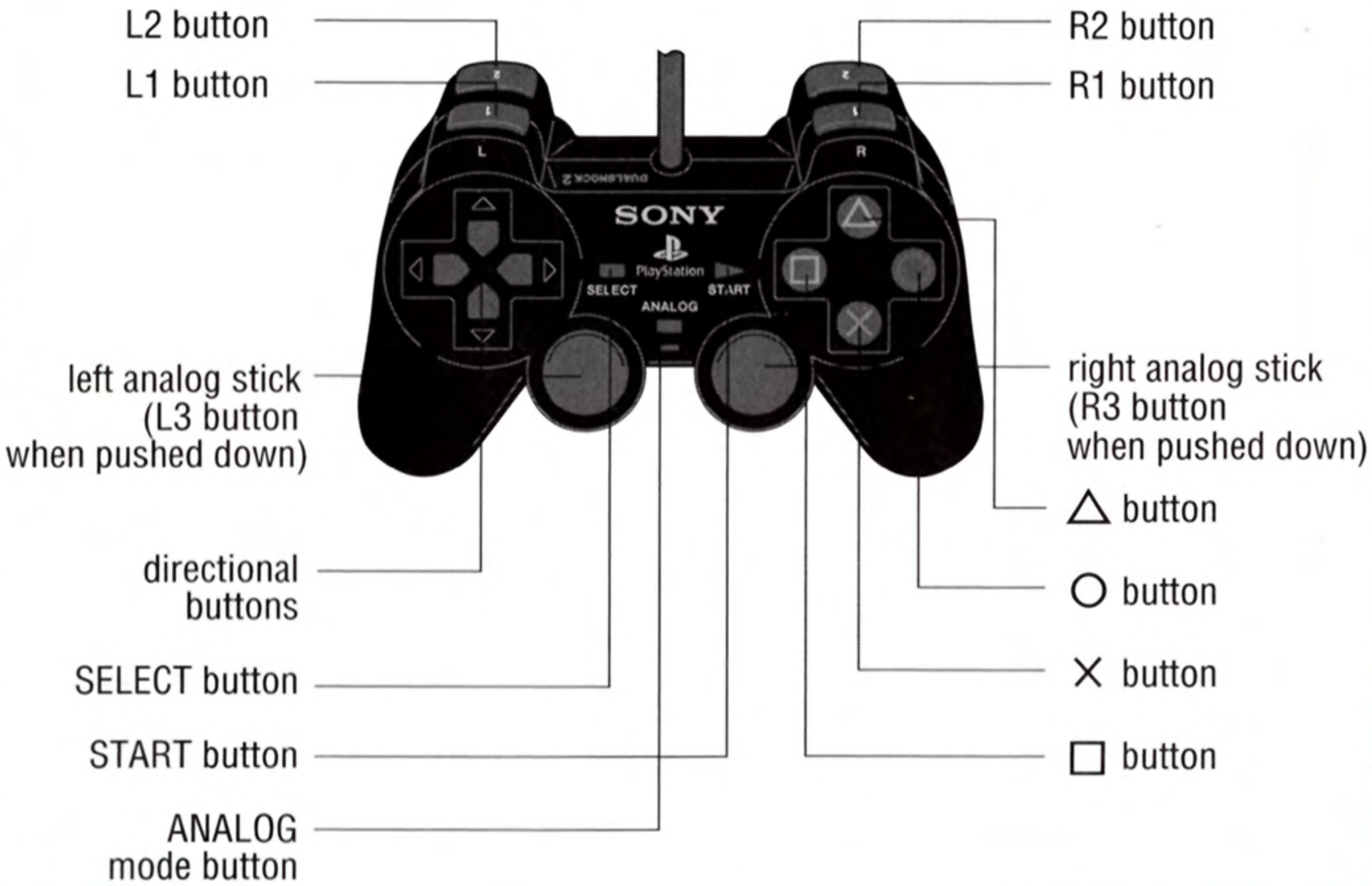
2 GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ***Disney/Pixar Finding Nemo*** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION

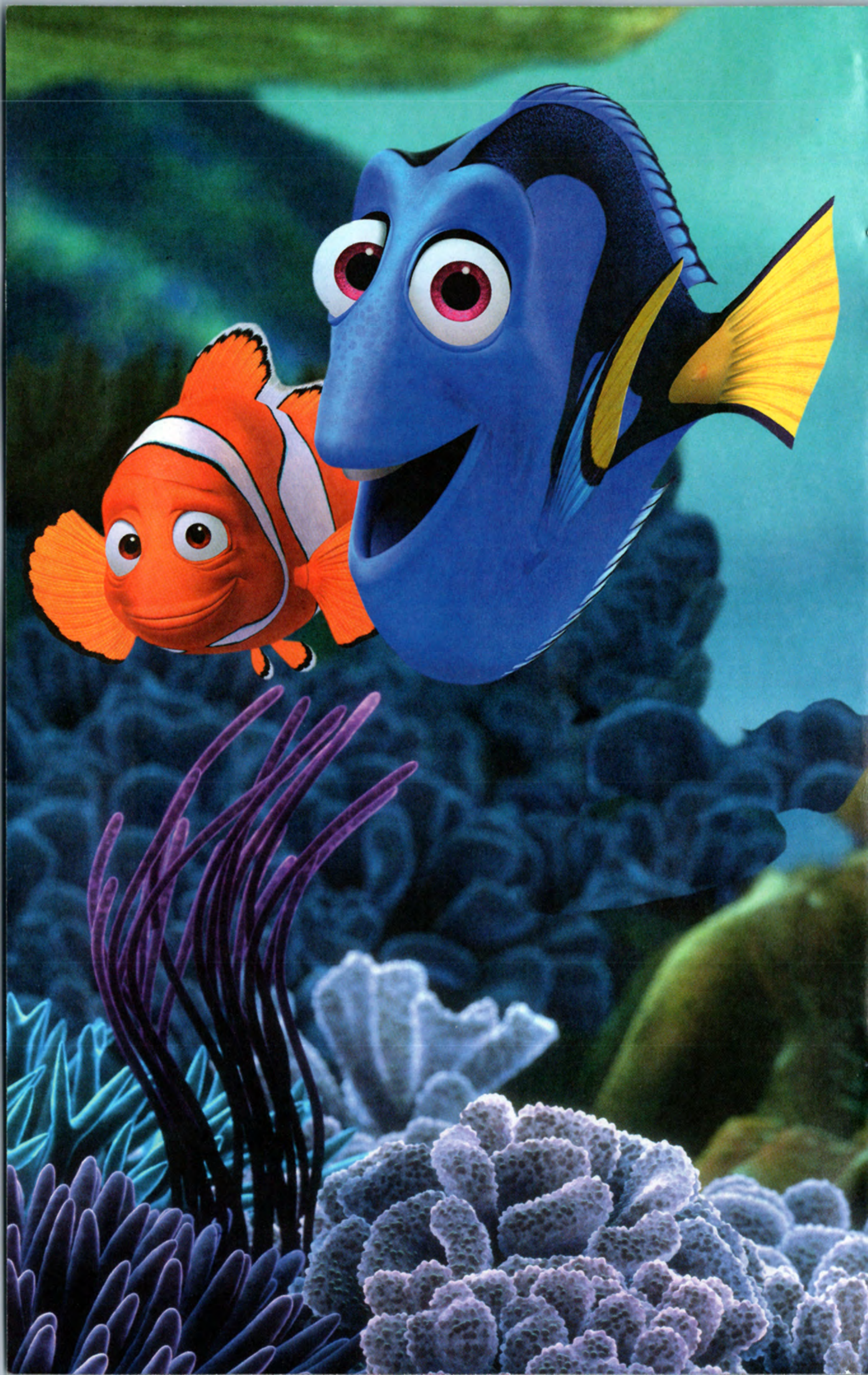


Menu Controls

Directional buttons:	Highlight menu selection
Left analog stick:	Highlight menu selection
⊗ button:	Confirm menu selection
△ button:	Return to previous menu

Game Controls

Directional buttons:	Control character
Left analog stick:	Control character
⊗ button (Move button):	Speed up
□ button (Action button):	Perform an action whenever a question mark (?) appears
△ button:	Skip cinematic cut-scenes when replaying a level
START button:	Pause the game and view the Pause Menu



LIFE UNDER THE SEA

Welcome to *Disney/Pixar Finding Nemo*, the video game that brings all of the excitement and adventure of the movie to your PlayStation®2 computer entertainment system! Young Nemo is a little clownfish with a weak fin but lots of heart. When Nemo disobeys his father, Marlin, on his first day of school, Marlin and Dory have to overcome all sorts of obstacles to get Nemo home safe and sound. All three of them need your help to make it through their adventure, so don't let them down!

MAIN MENU

There are three options to choose from on the Main Menu:

- **New Game:** Start a new adventure from the beginning of the game.
- **Load Game:** Continue your saved game from a memory card (8MB)(for PlayStation®2).
- **Play Trailer:** Watch the movie trailer for the film!

PAUSE MENU

Press the START button during the game to view the Pause Menu. You can select any of the following options on the Pause Menu by highlighting your choice with the directional buttons or left analog stick and choosing it with the ⊗ button:

- **Resume:** Continue the game from where you paused.
- **Restart:** Start over from the beginning of the level.
- **Exit:** Quit the game and return to the Level Select Screen.
- **Options:** Change the Game Options.

GAME OPTIONS

You can change the following Game Options by choosing OPTIONS from the Pause Menu:

- **Vibration:** Turn the DUALSHOCK®2 analog controller vibration feature ON or OFF.

GAME OPTIONS

- **Surround Sound:** Turn this option ON if your TV has surround sound. Otherwise leave it OFF.
- **Sound Volume:** Set the volume level of the sound effects, from 1 (lowest) to 10 (highest).
- **Music Volume:** Set the volume level of the background music, from 1 (lowest) to 10 (highest).
- **Voice Volume:** Set the volume level of the characters' voices, from 1 (lowest) to 10 (highest).
- **Subtitles:** If you want to read along with what the characters are saying, turn this ON. If not, turn it OFF.
- **Horizontal:** Adjust the screen to the left or right.
- **Vertical:** Adjust the screen up or down.
- **Swap Controls:** If you want Nemo to move down when you press up, and move up when you press down, turn this ON. If not, turn it OFF.
- **Back:** Return to the Pause Menu.

SAVING AND LOADING

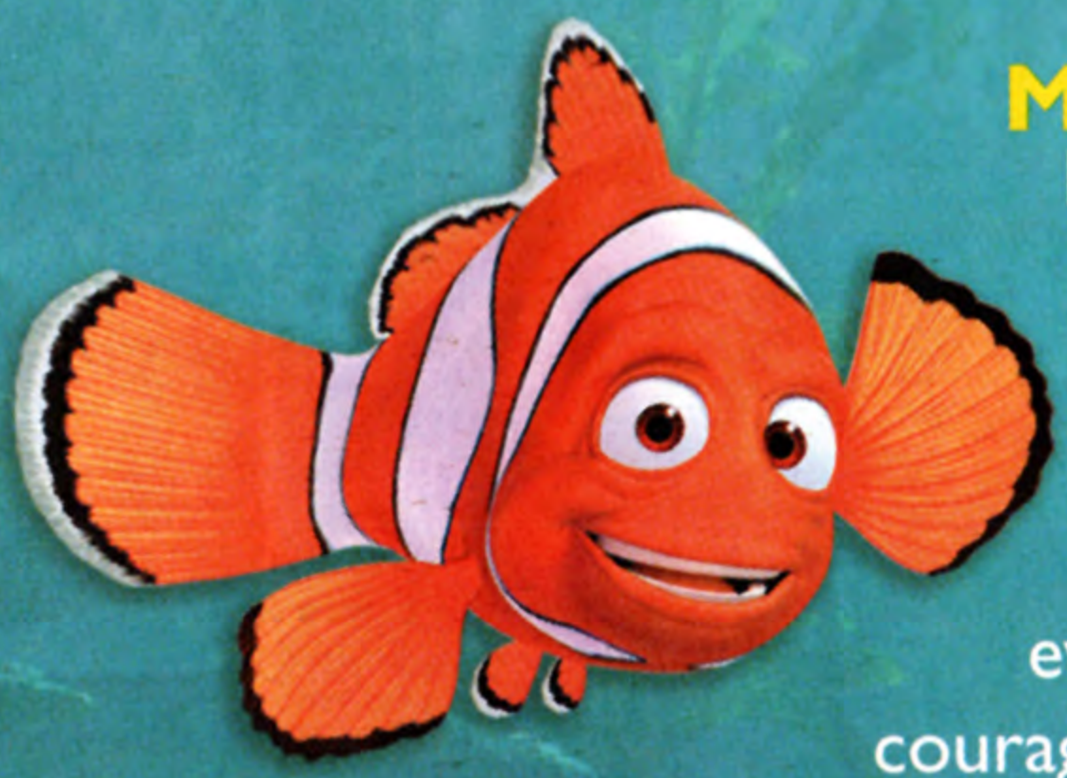
At the end of each level, you can save your game to a memory card (8MB)(for PlayStation®2). This lets you turn off your PlayStation®2 computer entertainment system without losing the progress you've made in the game. When you want to start playing again, choose LOAD GAME from the Main Menu, and choose the game you saved.

CHARACTERS

Nemo

This little clownfish is the star of the game, but he's got a lot to learn before he can swim with the big fish! One of his fins is weaker than the other, which is one of the reasons Marlin is always so worried about him. By pressing the Action button (▣ button), you can make Nemo dart into objects, or you can hold it down to make him carry small items, such as pebbles*. He's not very strong, but his small size lets him get through areas that bigger fish would get stuck in.

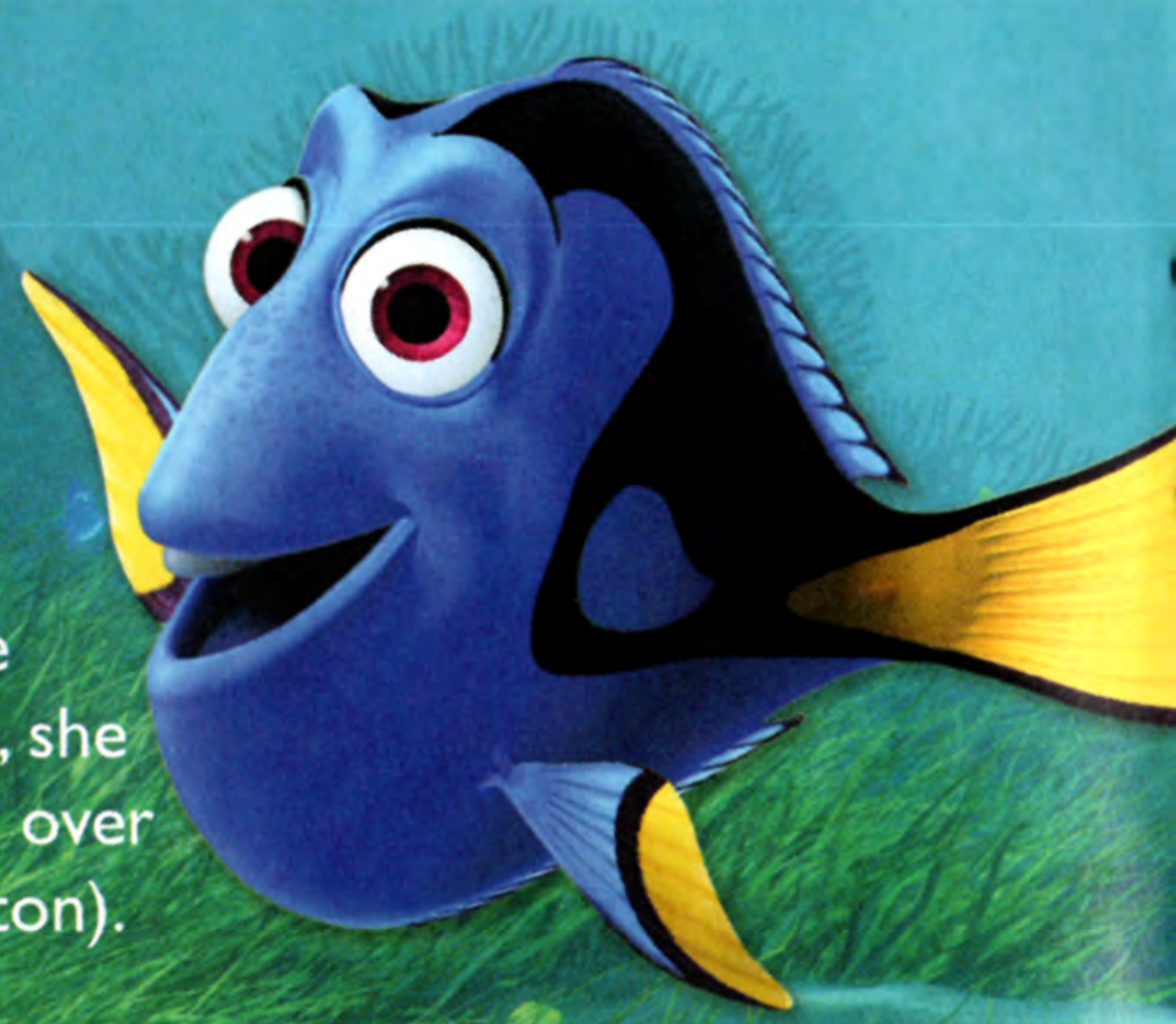
*Note: Nemo must learn an action before he can use it, such as darting into an object or carrying a small item.



Marlin

Marlin is Nemo's father, and like any good dad, he's always trying to make sure that his son stays out of trouble! At the start of the game, Marlin is afraid of just about everything, but he becomes very courageous as he risks life and fin to save his son. You can make Marlin dart into objects and carry items with the Action button (▣ button).

Dory



Dory is bigger, faster, and stronger than Nemo and Marlin, but she's also pretty forgetful — she has trouble remembering anything for more than a couple of minutes! Dory will need a lot of help from you to keep her mind on what she has to do. Because of her strength, she can carry items and knock objects over by using the Action button (▣ button).

Level Select Screen

Once you have cleared a level, you will see the Level Select Screen, which lets you see how well you did in the level and decide if you want to go back and play it again to try and do better.

- **Time:** This is how long it took you to get to the end of the level.
- **Shell Score:** The more Shells you collect, the higher this score will be.
- **Starfish:** The number of Starfish you see here is the total number of bonus Starfish available in the level. If you found any during the level, they will appear gold.

To select a level that you want to go back and replay, use the directional buttons to highlight the name of the level and press the ⊗ button to select it.

If you want to play one of the bonus levels that your Starfish unlock, choose the Starfish with the directional buttons and press the ⊗ button to play its bonus level.

If you collect all of the Starfish in a level, highlight the Starfish with the directional buttons and press the ◉ button to see bonus artwork from the movie!

PLAYING THE GAME

Items and Power-Ups

There's a lot going on under the water and there are many things for Nemo, Marlin, and Dory to use in their adventure. Be sure to keep a sharp eye out for the following items:

Bubbles: Swim into a Bubble to send it into the nearest enemy. Once the enemy is trapped in the bubble, dart toward the enemy with the Action button (▣ button) to defeat it. You've got to be quick, though — enemies will pop out of Bubbles if you're too slow!

Bubble Rings: Swimming through a Bubble Ring gives you a little burst of speed. If you swim through all of the Bubble Rings in a level, you get a special bonus — a Starfish!

Bubble Trails: These tiny bubbles form a regular Bubble if you swim into all of them in order. Once they become a Bubble, you can use that Bubble to trap and defeat an enemy.

Krill: Run into a Krill to get it to follow Nemo, Marlin, or Dory. The Krill will stick around as long as your character doesn't bump into anything harmful. If you do, they will swim away, but you won't have to restart the level as you would if you didn't have any Krill to protect you.

Red Rings: Red Rings are just like Speed Rings. When you swim through them, you get a burst of speed. Unlike Speed Rings, though, the Red Rings are always there and never disappear.

Sea Anemone: Say it five times fast! If Nemo or Marlin swim into a Sea Anemone via the Action button (▣ button), they get "charged up" and spin around for a short time so they can't be hurt by enemies. Watch out, though — as soon as they stop spinning, they can be hurt again!

Shells: Collect these brightly colored Shells for bonus points. The more you get, the higher your score will be!

Shell Rings: Shell Rings are special circles of Shells. If you swim through the center of a Shell Ring, you automatically collect all of the Shells in the Shell Ring!

Speed Rings: Some fish leave Speed Rings behind them when you're following them. You need to swim through the Speed Rings to catch up with the fish.

Starfish: Each level has special goals that you can try to achieve. If you complete a special goal, you earn a Starfish. If you collect all of the Starfish in a level, you will unlock game secrets from the Main Menu!

PLAYING THE GAME

Enemies

The ocean is a dangerous place for a small fish, and there are enemies in it that would like nothing better than to see Nemo, Marlin, and Dory fail. Be on the lookout for these bad guys!

Electric Eels: These slimy shockers will zap Nemo, Marlin, or Dory if you swim too close to them. Fortunately, Electric Eels are found only in deep sea levels, and they always just swim back and forth between two areas.

Floating Spiny Sea Slugs: These enemies are about as nasty as they sound! Spikes stick out from their bodies in regular patterns, so if you want to get by them safely, move by them quickly when they're pulling their spikes in.

Hermit Crabs: Hermit Crabs are found in many of the levels. They sit on the ocean floor and jump up at you when you swim too close. Make sure to stay out of the reach of their snapping claws, or try to trap them in a Bubble!

Puffer Fish: You'll find Puffer Fish in earlier levels of the game. If you touch a Puffer Fish, it will send you shooting into the sea! Watch their pattern of inflating, floating, deflating, and sinking to get past them.

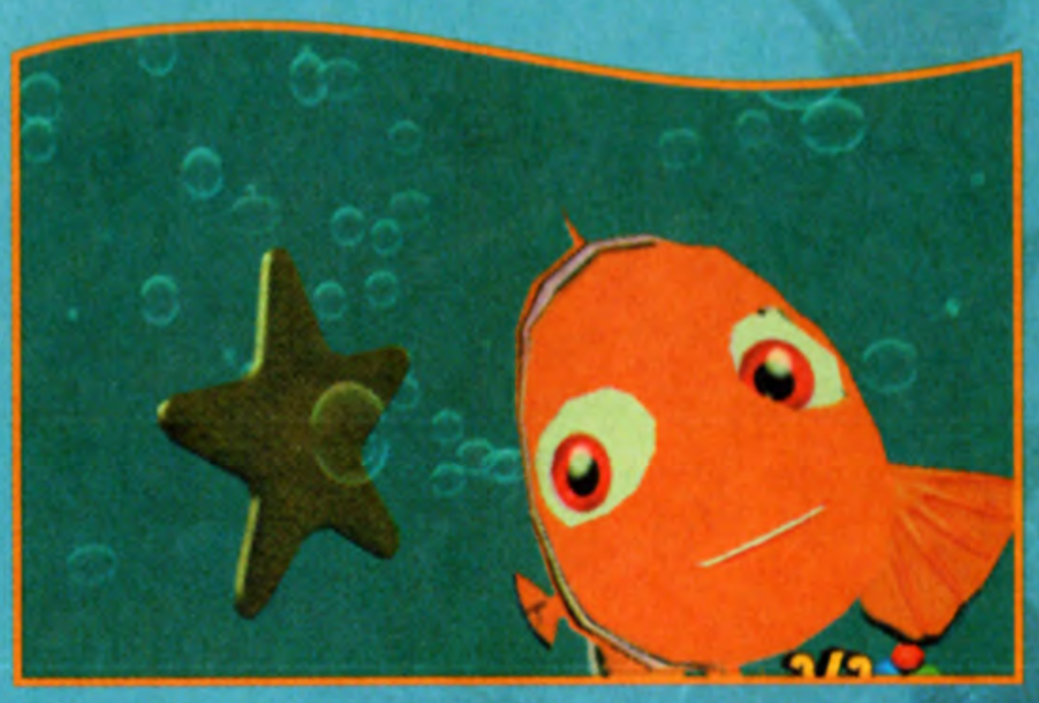
Sea Urchins: Like the Puffer Fish, Sea Urchins puff themselves up too — but they've got spikes all around them that will hurt you if you run into them! Stay away from a Sea Urchin and it won't pop its spikes out. Swim too close, however, and you'll get a sharp surprise!

Snapping Clams: These villains are all mouth, and their favorite food is fish! Snapping Clams appear in most of the levels, and they jump up at you when you get too close. Send a Bubble their way to keep them quiet for good!

Squishes: Squishes bounce along the level and give you a painful sting if they run into you. Be careful to avoid these bouncing baddies!

Starfish Bonuses

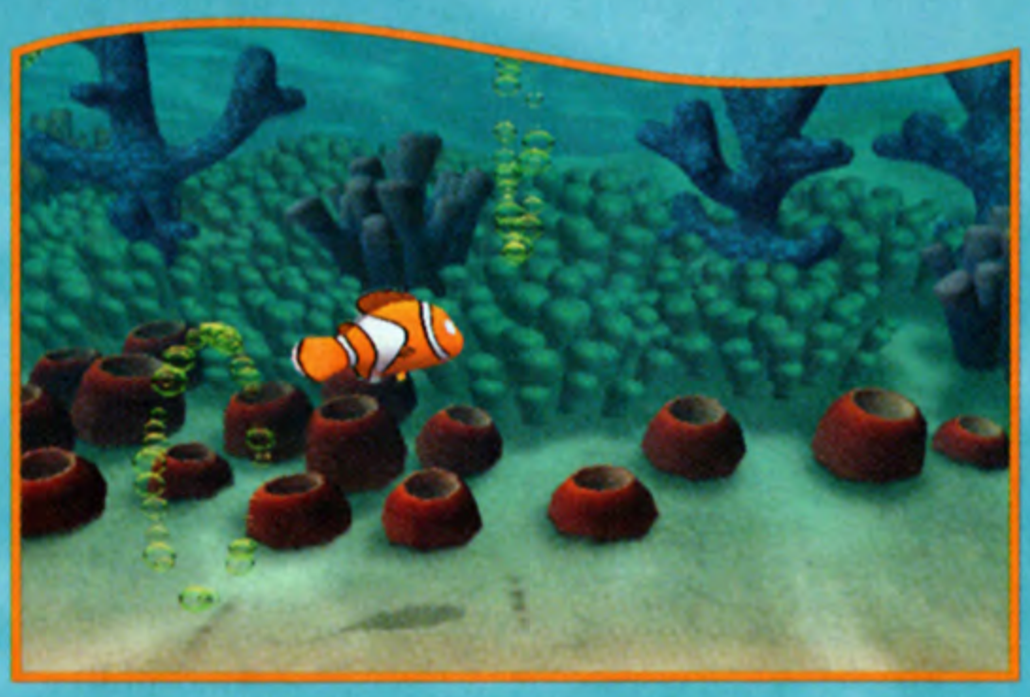
Every level has a goal that you need to complete to move on to the next level, but every level also has at least one special goal that can earn you a Starfish if you complete it. If you collect all of the Starfish from a level, you can unlock bonus games and items! Some examples of these special Starfish bonus goals are:

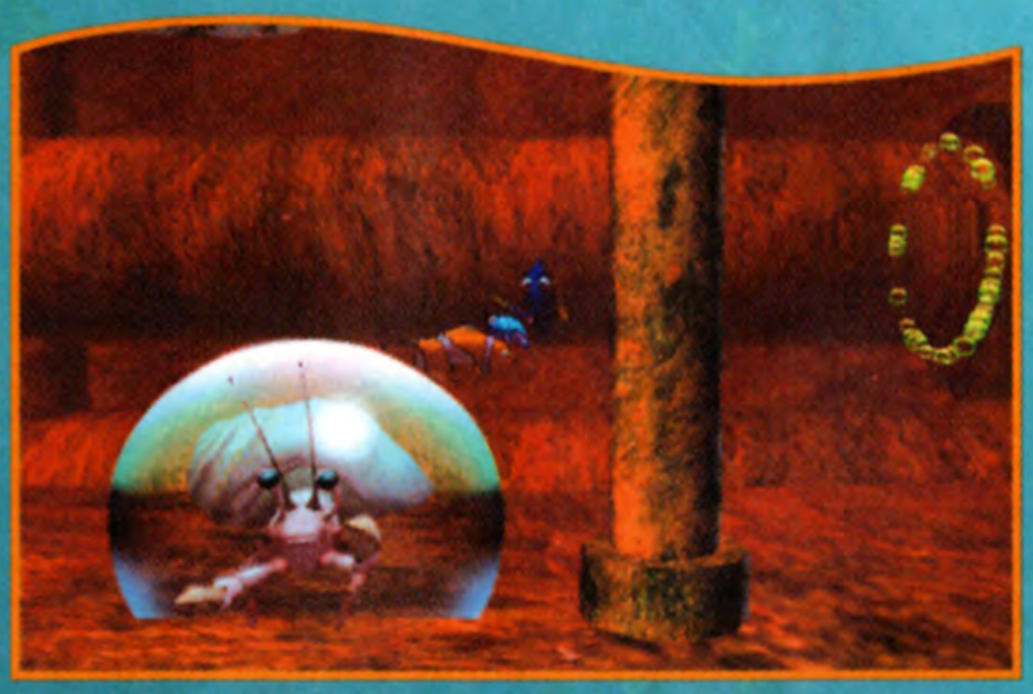


Bounce Bonus: Sometimes you can bounce on objects in a level, like mines, jellyfish, or turtles. If you bounce on every one of them at least once, you will earn a Starfish!

PLAYING THE GAME

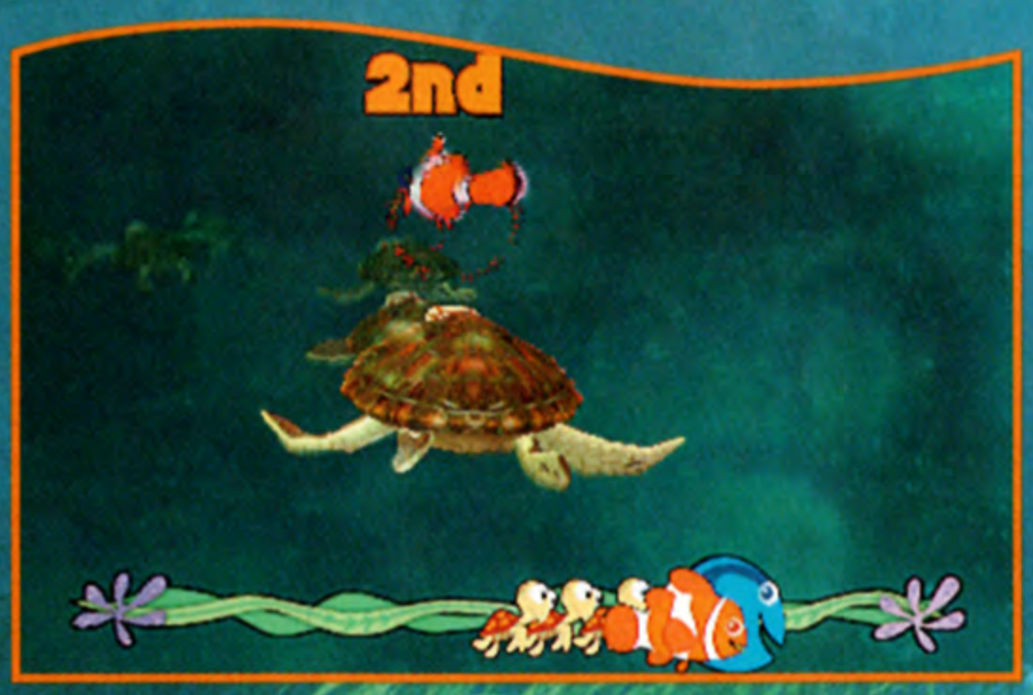
Bubble Ring Bonus: Swim through every Bubble Ring in a level to earn a Starfish.





Hero Bonus: If you manage to trap every enemy in a Bubble and pop the Bubble, you will earn a Starfish as your Hero Bonus!

Pebble Bonus: Some levels have colored pebbles and platforms that match the pebbles' colors. Carry each pebble to the platform of the same color to earn a Starfish.

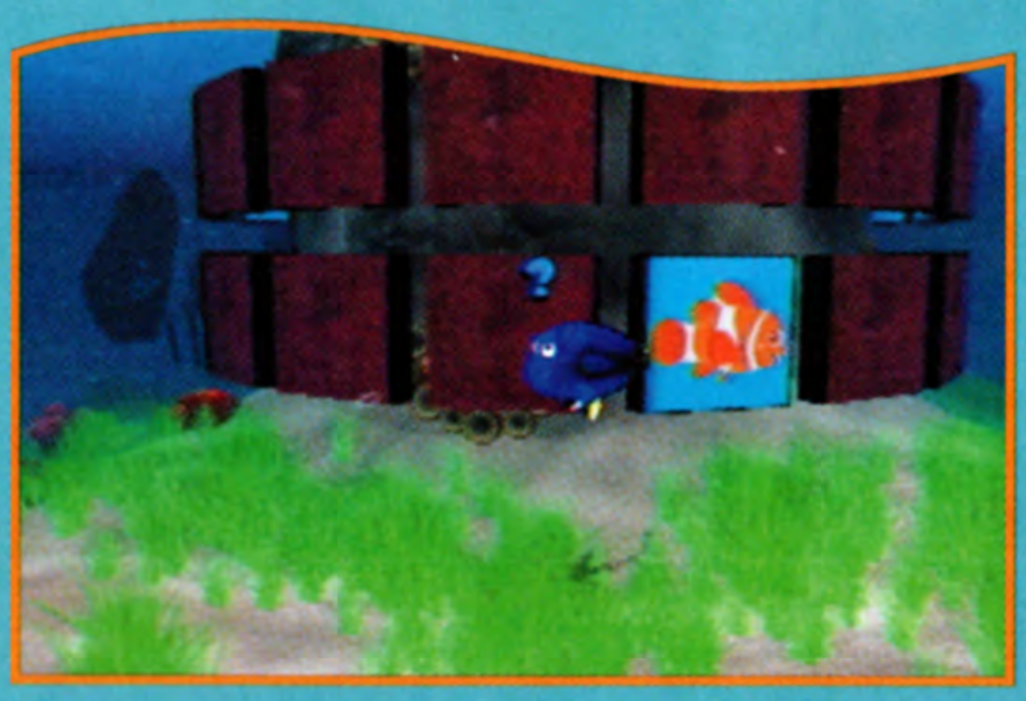


Race Bonus: Some levels have speed races in them. All you need to do is complete the race to move on to the next part of the level, but if you come in first, you will earn a Starfish!

Bonus Levels

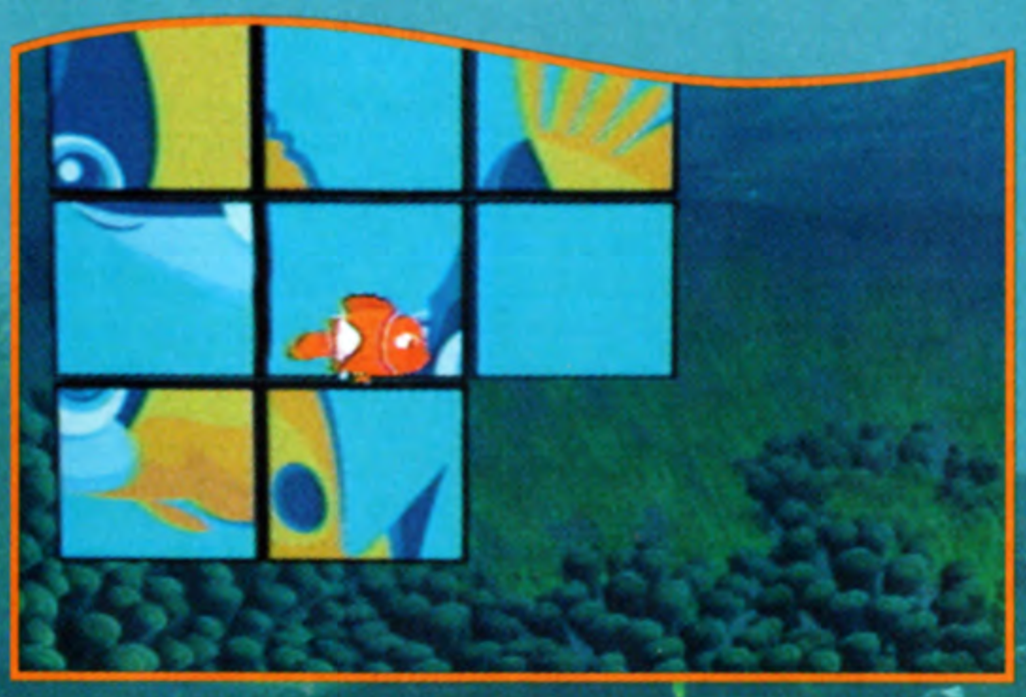
After collecting all of the Starfish in a level, you can play a bonus level that rewards you with another Starfish if you complete it. If you collect every Starfish in the game, you'll be rewarded with a nice surprise — beautiful artwork of your favorite finny friends! Here are the different types of bonus levels that you will see:

Luxo Ball Bonus: Send the Luxo Ball through all of the Luxo Ball hoops to win a bonus Starfish.



Pairs: Match up the pairs of hidden pictures to complete this bonus level!

Simon Says: Copy the shapes that the school of moonfish form to complete this bonus level and earn a Starfish.



Slide Puzzle: Slide the tiles with the Action button (◉ button) to form a picture. You can only move a tile up, down, right, or left, and you can only move it into an empty space. This one's tricky!

PLAYING THE GAME

Teamwork: Nemo, Marlin, and Dory have to work together to complete the level. You can "tag" between the three friends and use their different sizes and strengths to clear obstacles.

CREDITS

TRAVELLER'S TALES

Executive Producer
Jon Burton

Producer
Ralph Ferneyhough

Lead Programmer
John Hodskinson

Lead Artist
James Cunliffe

Lead Animator
Jeremy Pardon

Design
James Cunliffe
Ralph Ferneyhough
John Hodskinson
Jeremy Pardon
Arthur Parsons
Jon Burton

Programming
Ralph Ferneyhough
John Hodskinson
Michael Jackson
Martin Smith

Character Animation
Chris Dicker
Jeremy Pardon
Paul Underwood
Antony Whiteley

Character Modelling
Nicola Daly
Chris Dicker
Jeremy Pardon

Level Artwork
Neil Allen
Dave Burton
Bev Bush
James Cunliffe
Rhoda Daly
Leon Warren

Level Layout
Laurence Alexander

Engine Programming
Alistair Crowe
Dave Dootson
Steve Monks
Glynn Scragg
Richard Taylor

Additional Programming
Jon Arden
Andy Holdroyd
Roland Hougs
Chris Payne

Office Manager
Emma Hoskins

Music by Swallow Studios
Andy Blythe
Marten Joustra

Sound Effects by DevSound
Steve Cowell

THQ Inc.

Producer
Stephen Jarrett

Executive Producer
Duncan Kershaw

Production Support
Emerson Escobar
Karlo Kilayko

Additional Production Support
Jim Boone
Marcel Samek

Vice President - Product Development
Philip Holt

Executive Vice President - Worldwide Studios
Jack Sorensen

Quality Assurance Senior Testers
Mark Vance
TRAViSty Tholen
Byron Guerrero

Quality Assurance Testers
Alberto Campo

CREDITS

Alessandro Cerff
Brigido Rodriquez
Chris McLeod
Christopher Joseph
David Langeliers
David Orlich
Gil Doron
Hollie Blackman
James Bartholomew
Jason Burchfield
Jerel Dye
Joe Paolazzi
Joel Dagang
Lisa Fineberg
Nars Del Rosario
Nicholas Crescenzo
Nicholas Saliani
Patrick Walsh
Ryan King
Shirley Alovera

1st Party Submission Specialists
Evan Icenbice
Ian Sedensky
Keith Michaelis

1st Party Testers
Adam Affrunti
Antonio Herrera
Jason Tani
Joe Lerman
Lori Arrowood
Mark Aviles
Mike Coates
Robin Scofield
Scott Ritchie

Quality Assurance Technician
Mario Waibel

Quality Assurance Database Administrator
Jason Roberts

Quality Assurance Manager
Monica Vallejo

Director of Quality Assurance
Jeremy S. Barnes

Senior Vice President - Worldwide Marketing
Peter Dille

Group Marketing Manager
Alison Quirion

Senior Product Manager
Trent Hershenson

Associate Product Manager
David Kim

Director of Creative Services
Howard Liebeskind

Senior Manager - Creative Services
Kathy Helgason

Creative Services Manager
Kirk Somdal

Director of Media Relations
Liz Pieri

Senior Media Relations Manager
Jennifer Campana

Media Relations Manager
Kathy Mendoza

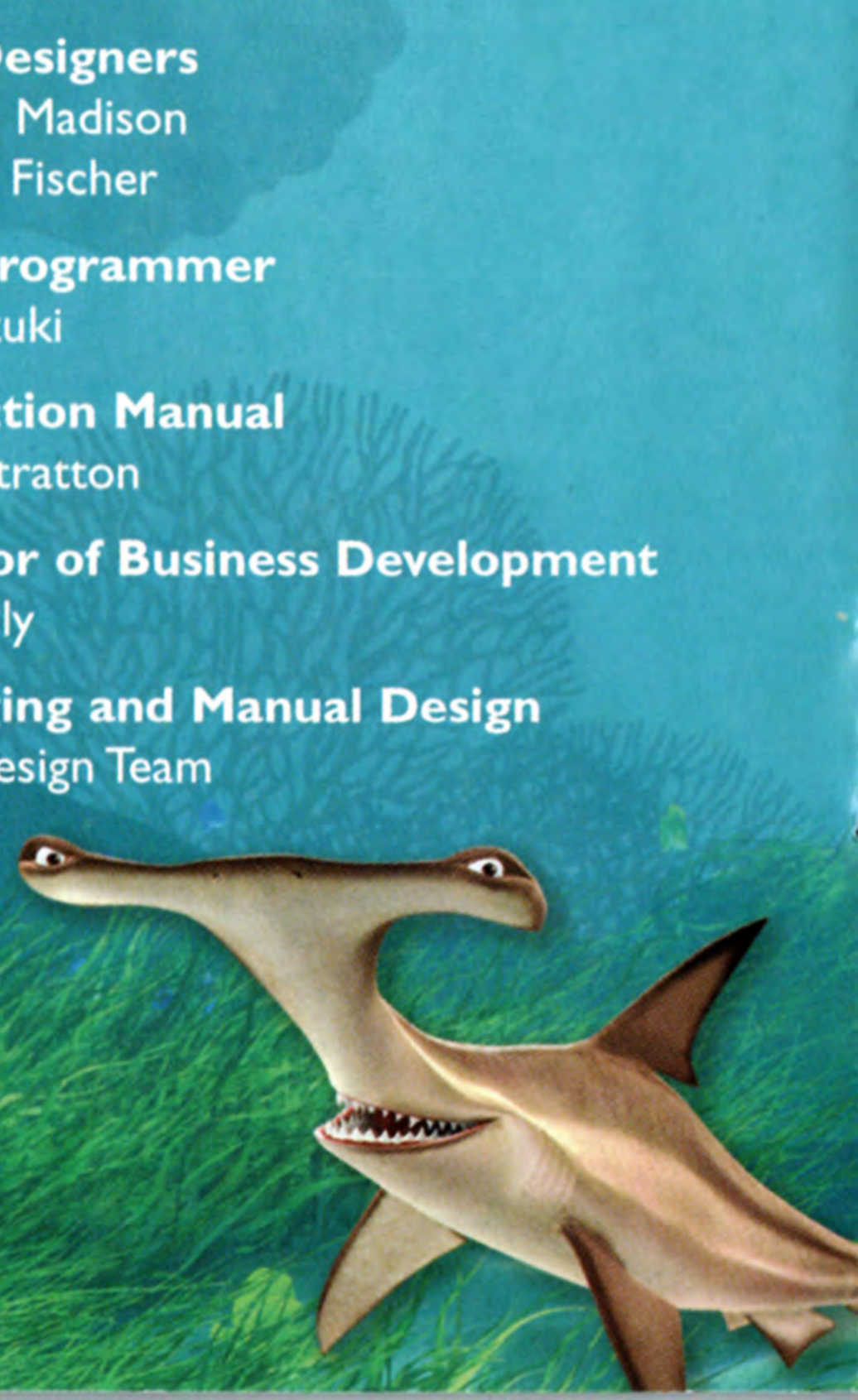
Web Designers
Gordon Madison
Ricardo Fischer

Web Programmer
Jack Suzuki

Instruction Manual
Bryan Stratton

Director of Business Development
Dan Kelly

Packaging and Manual Design
Price Design Team



CREDITS

THQ INTERNATIONAL

Head of Brand Management
Michael Pattison

Brand Manager
Jennifer Wyatt

Associate Brand Manager
Darren Williams

Director of Localization
Susanne Dieck

Localization
Bernd Kuertz

Localization Coordinator
Heather Leonard

Special Thanks
Leslie Brown
Julian Brummitt
Brandy A. Carrillo
Brian Farrell
Germaine Gioia
Joel Goodsell
Lyle Hall
Dave Hoffman
Christian Kenney
Colleen Kershaw
Alison Locke
Stacey Mendoza
Lupe Ocaranza
Paul Rivas
Natalie Roberts
Terri Schiek
Lisa White

PIXAR

Director
Andrew Stanton

Co Director
Lee Unkrich

Producer
Graham Walters

Production Designer
Ralph Eggleston

Director of Photography
Sharon Calahan

Art Director
Ricky Vega Nierva

Director of Marketing
Mary Conlin

Creative Resources Manager
Michele Spane

Creative Resources Coordinators
Anne Barson
Shannon Brown

Creative Resources Project Manager
Leeann Alameda

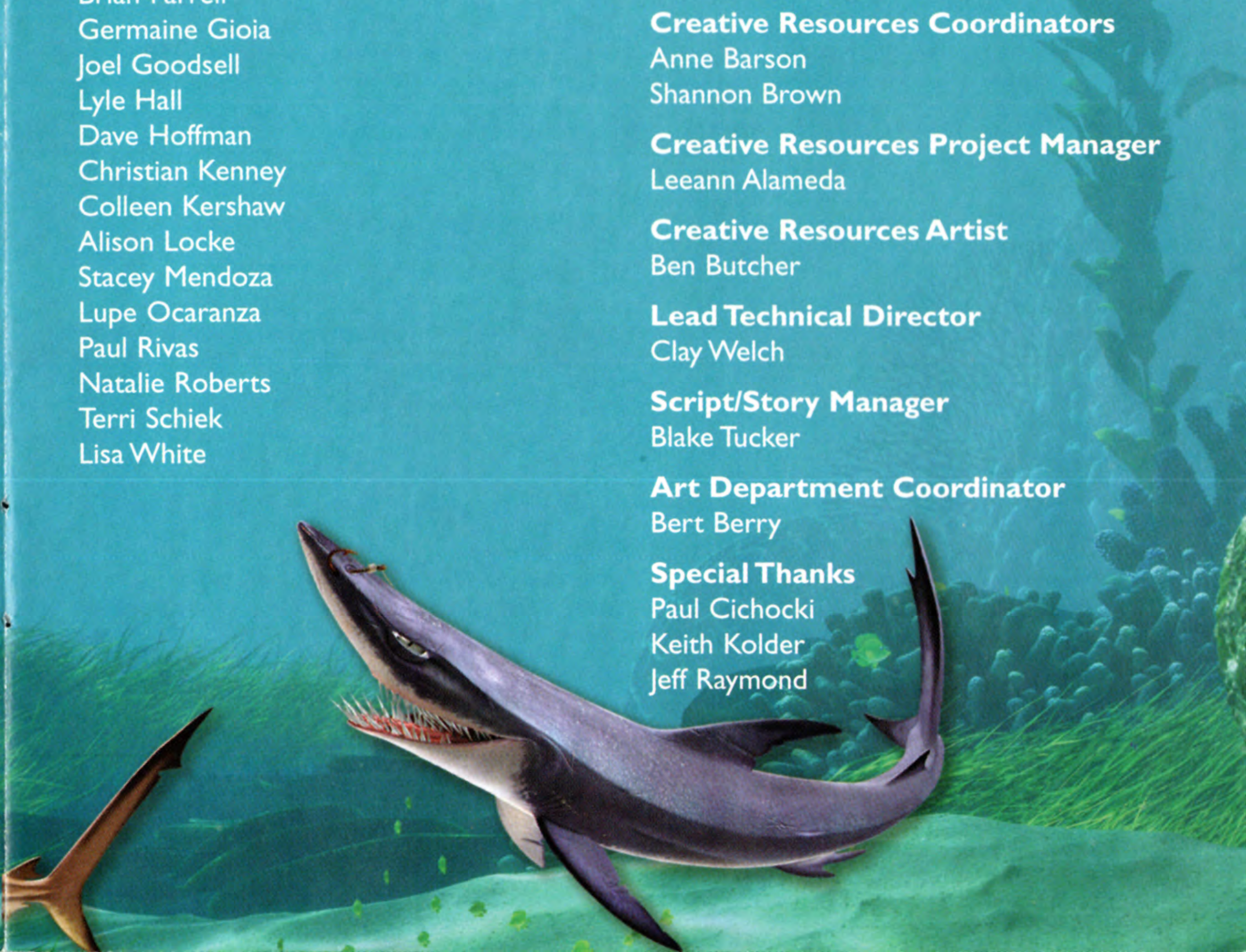
Creative Resources Artist
Ben Butcher

Lead Technical Director
Clay Welch

Script/Story Manager
Blake Tucker

Art Department Coordinator
Bert Berry

Special Thanks
Paul Cichocki
Keith Kolder
Jeff Raymond



CREDITS

DISNEY INTERACTIVE

Senior Producer
Peter Wyse

Associate Producer
Pat Larkin

V.P., Product Development, Console
Dan Winters

Director of Marketing
Bob Picunko

Marketing Manager
Nichol Bradford

Promotions and Synergy Manager
Deborah Lawson

Special Thanks
Sanae Barber
John Blas
Ryan Fons
Michelle Goldman
Tom Kier
Susan Lambert
Eitan Levine
Sasha Lord
Georgia O'Conner
Jack Pan
Jeff Powers
Luigi Priore
John Rito
Claudia Ross
Fred Tio
Dave Wong

Disney Character Voices
Ben Hoppe
Bryan Monroe
Ned Lott
Renee Johnson
Susan Ryan

Featuring the Voice Talents of:
Erica Beck
Albert Brooks
Willem Dafoe
Ellen DeGeneres
Brad Garrett
Alexander Gould
Jennifer Hale
Jess Harnell
Allison Janney
Vicki Lewis
Austin Pendleton
Erik Per Sullivan
Bob Peterson
Joe Ranft
Jordan Ranft
Stephen Root
Andrew Stanton

Recording Services
provided by Skylark Sound Studios

Finding Nemo is a Walt Disney Pictures presentation of A Pixar Animation Studios Film. © 2003 Disney/Pixar. Luxo, Jr. © 1986, 2003 Pixar.

LIMITED WARRANTY
Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **46028.** Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

THQ INC., 27001 Agoura Rd. Suite 270, Calabasas Hills, CA 91301

Finding Nemo. © Disney/Pixar. Licensed by THQ Inc. Developed by Traveller's Tales. Traveller's Tales and its logo are trademarks of Traveller's Tales. THQ and its logo are registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

Traveller's Tales

Disney Interactive

PIXAR Animation Studios

THQ

www.thq.com
www.findingnemogame.com